

***RED-LINED DRAWINGS***

[SUBMITTED AS ATTACHMENT 3 TO THE FIRST PRELIMINARY AMENDMENT FILED IN  
CONTINUATION APPLICATION TO U.S. PATENT APPLICATION 08/900,688.]

08/900,688

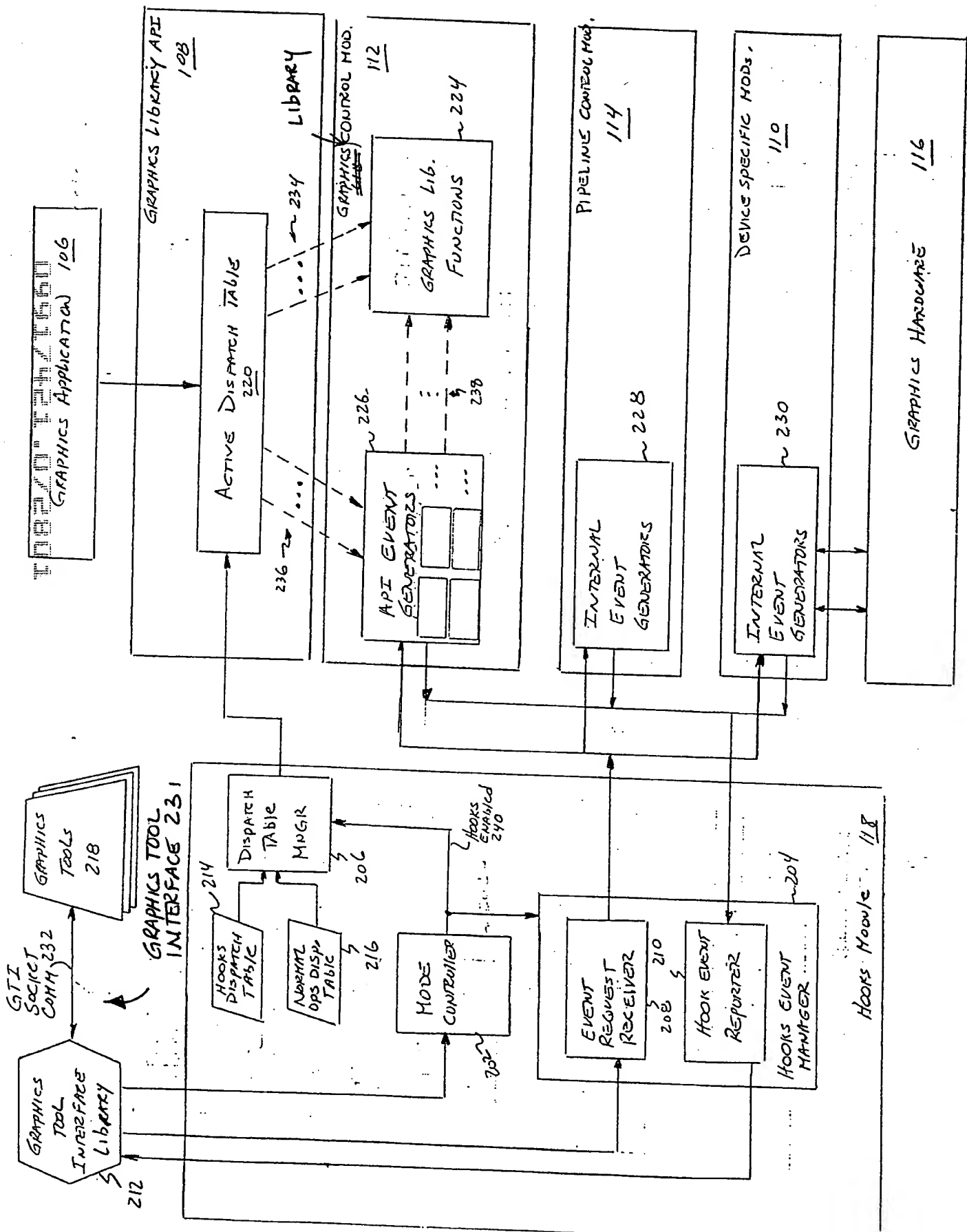


FIGURE 2

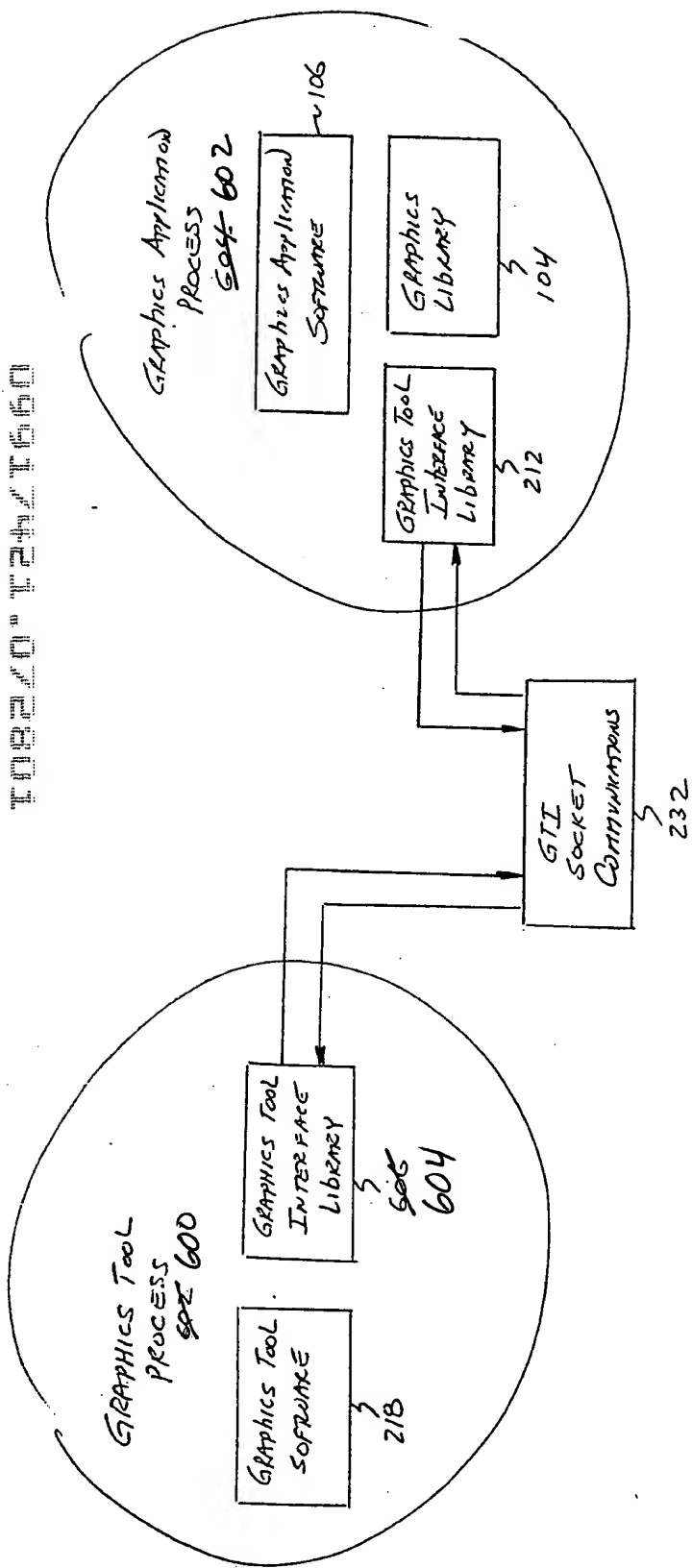


FIGURE 6

## DEBUG GRAPHICS TOOL

## COMPUTER GRAPHICS SYSTEM WITH HOOKS MODULE

1. startup tool
2. attach to  
Graphics Application

1. startup application
2. run application for a while

3. next clear screen happens, hooks  
enabled in graphics library (plugged into  
dispatch table), per-frame operations  
handled
4. app runs for a while reporting per-frame  
operations

3. breakpoint set on glBegin

5. *MANY*  
*lots of glBegin happen FUNCTION CALLS OCCUR*
6. next hook event happens, set  
breakpoint event is read, glBegin event  
is enabled, AND break set
7. next glBegin happens send break-  
encounter event

4. read break-encounter event

8. loop until break-continue event received  
from tool

5. send break-continue event

9. next glBegin happens, send break-  
encounter event

6. read break-encounter event  
look at state, etc...

7. send break-clear event

10. loop until break-clear

FIGURE 7